UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / BAND CHANT



Team Name

Whitley County
Game Day Large

Division

Judge No.

Band Chant (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	Н
Motion Technique Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.6
Crowd Leading Tools Sync of in Signs Proper use of signs, poms, megaphones & flags 1993 Sharpness & synchronization	5	3. 4
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	3.6
Visual Appeal Creative movements and musicality Use of level changes, ripples, & other techniques	5	35
Overall Impression (5)	Points	Score
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	3.4
Total Possible	30	21.00

UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / CROWD LEADING



Team Name

Division

Whitley County Game Day Large

Judge No.

Crowd Leading (35)	Points	Score
Game Day Relevance of Situational Sideline Proper response to the sideline cue	5	5
Motion Technique Sharpness, placement, & synchronization of motions	5	4,1
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4,0
Crowd Effectiveness Voice, pace, flow, maximum crowd coverage Ability to elicit crowd response	10	8,8
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	10	8.6
Overall Impression (5)	Points	Score
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	4.1
Total Possible	40	34.6

Synch a careful on timing Good use of levels Watch & Good use of levels Watch & Fre Hit sign position to where crowd can read + lespel Watch Vs.

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UNIVERSAL CHEERLEADERS ASSOCIATION GAME DAY / FIGHT SONG



Team Name

Whitley County
Game Day Large

Division	Judge No
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Fight Song (25)	Points	Score
Game Day Material & Crowd Effectiveness Ability to engage the crowd Practical & relevant to the Game Day environment	5	5
Motion Technique Precision, sharpness, placement, & synchronization of motions	5	3.9
Crowd Leading Tools Proper use of signs, poms, megaphones & flags Sharpness & synchronization	5	4.0
Formations & Spacing Crowd coverage & precise spacing Execution of formations & transitions	5	4.2
Effectiveness & Execution of Skills Incorporated Clean & crowd effective skills relevant to Game Day environment Technique, stability, synchronization & spacing	5	3. (
Overall Impression (5)	Points	Score
Leadership to engage & connect with the crowd Genuine school spirit & energy; crowd focused Transitions between Game Day components (minimal & clean)	5	3.9
Total Possible	30	24.8 V

Inconsident motion placement '12 thigh U's, which wide class

Keep genume energy a spirit throughout

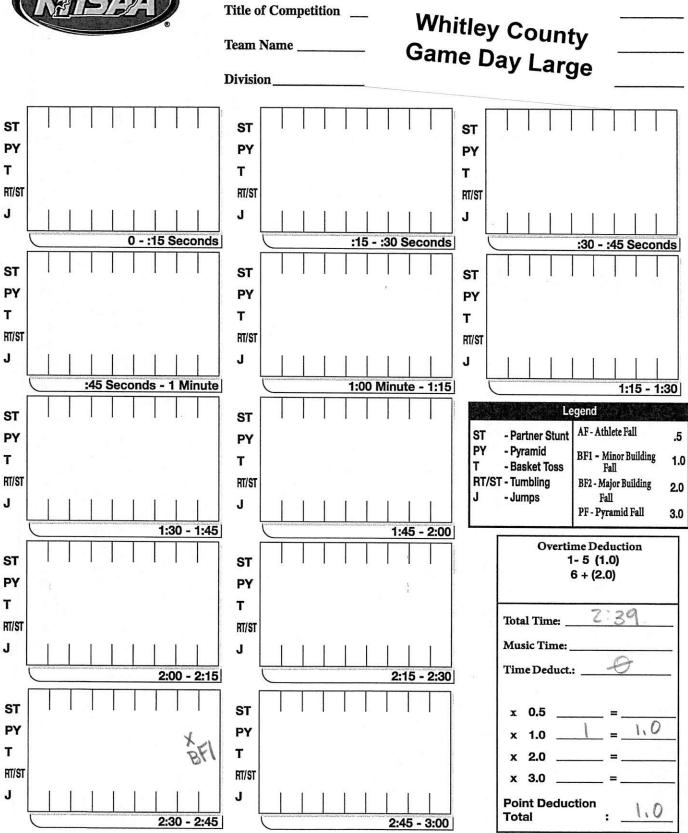
FOR EVENT STAND. BASES STAN Close textiller and stand up Forch. Top

Shi is been your feet together in spirits. Keep values up in call bads.

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Universal Cheerleaders Association **Point Deduction Sheet**







RULES VIOLATIONS

IFAM NAME	Game Day Large				
DIVISION	_	_			_
BOW				(.25)	
BOUNDARY VIOLATIONS College & NHSCC ONLY				x (0.5)	
PROP VIOLATIONS				(0.5)	
UNSPORTSMANLIKE BEHAVIOR		7		x (1.0)	9
EXCESSIVE CELEBRATION / TE	AM INTRODUCT	TIONS		x (1.0)	
GAME DAY FORMAT VIOLATION				x (1.0)	
RULE INFRACTION	WARNING	CATEGORY	PAGE#	(2.0 or 3.0)	
		-			
			<u> </u>	-	
				After gard Mark total trace price south south	
1	TOTAL	SAFETY INF	RACTION:		
	RULE	S DEDUC	TION	0	